

Figure 9.17 In Frame Properties' Tweening tab, you can set the number of times a tweened object should spin.

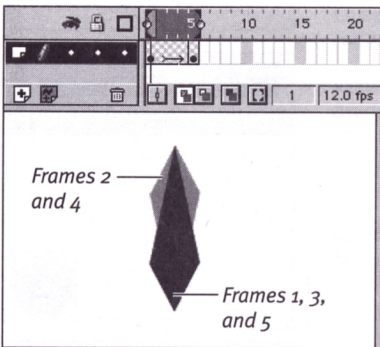
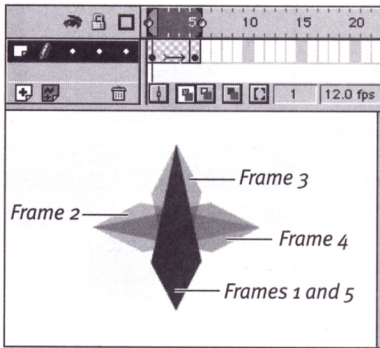


Figure 9.18 Compare a single rotation (top) with a double rotation (bottom) in the same number of frames.

To spin an object:

1. Follow steps 1 through 4 in the previous exercise to create a five-frame movie with identical keyframes in Frame 1 and Frame 5.

You don't need to reposition your object, since the beginning frame and ending frame of a 360-degree spin should look exactly the same.

2. To access the Frame Properties dialog box, in the Timeline, double-click Frame 1 or one of its associated in-between frames (frames 2, 3, and 4).
3. In the Frame Properties dialog box, choose the Tweening tab.
4. From the Tweening pop-up menu, choose Motion.
5. From the Rotate pop-up menu, select a direction of rotation.
6. Enter 1 in the field for the number of times to rotate (**Figure 9.17**).
The value you enter in this field determines how Flash tweens the object. Flash creates new positions for the object to rotate it completely in the given number of in-between frames. If you set the tween to rotate twice, Flash tweens the object differently (**Figure 9.18**).
7. Click OK.

Flash tweens the object so that it spins the number of times you indicated over the span of frames that you defined as the motion tween.